

WHAT IS CLAIMED IS:

1. An electronic video gaming device, comprising:

a processor in communication with processor readable memory;  
a video interface;  
a heads-up display;  
a location sensor for sensing a geographic location of said device, said location sensor in communication with said processor to provide data indicative of said geographic location to said processor;  
said processor readable memory storing gaming software, to present a video game on said heads-up display, wherein play of said video game is at least partially controlled by said data from said location sensor.

2. The gaming device of claim 1, further comprising:

a plurality of sensors, in communication with said processor, each of said sensors for sensing an external input used to influence play of said video game.

3. The gaming device of claim 2, wherein at least one of said sensors is wearable and senses a position of a user's head.

4. The gaming device of claim 3, wherein said location sensor comprises a global positioning system ("GPS") satellite receiver.

5. The gaming device of claim 1, further comprising:

a vehicle engine interface for interconnecting a vehicle engine with said processor in order to provide data on at least one engine operating parameter to said processor.

6. The gaming device of claim 5, wherein said vehicle engine interface is further capable of providing said engine with data from said processor to control engine operation.
7. The gaming device of claim 6, wherein said engine will turn off in response to data received from said processor.
8. The gaming device of claim 6, wherein an operating speed of said engine is limited in response to data received from said processor.
9. The gaming device of claim 4, wherein said heads-up display forms part of a helmet.
10. The gaming device of claim 7, wherein said gaming software limits operation of an interconnected vehicle, when said device's position is outside a pre-defined boundary.
11. The gaming device of claim 10, wherein said software limits operation of an interconnected vehicle, when another vehicle breaches said pre-defined boundary.
12. The gaming device of claim 1, wherein said video game presents an obstacle course to be navigated by moving said gaming device.
13. The gaming device of claim 2, wherein said sensors sense at least one of water conditions, weather conditions, vehicle steering position, vehicle throttle position and vehicle transmission position.

14. A recreational vehicle comprising an electronic video gaming device as claimed in claim 1.
15. The gaming device of claim 1, wherein said heads-up display overlays computer generated images on a surrounding environment.
16. Computer readable medium, storing gaming software loadable at a gaming device, said gaming device comprising a processor in communication with processor readable memory; a video interface, in communication with a heads-up display; and a location sensor for sensing a geographic location of said gaming device, in communication with said processor; said gaming software adapting said gaming device to present a video game on said heads-up display whose play is at least partially controlled by location of said gaming device, as sensed by said location sensor.
17. A method of operating an electronic video gaming device in a moving vehicle, said method comprising:
- presenting a video game on a heads-up display;
  - sensing a geographic location of said video gaming device;
  - at least partially controlling play of said video game based on said sensed geographic location.
18. The method of claim 17, further comprising:
- limiting operation of an engine of said vehicle, when said sensed geographic location is outside a pre-defined boundary.
19. The method of claim 17, further comprising:

presenting elements of said video game according to topographical information.

20.The method of claim 17, further comprising:

clearing said heads-up display, when said said sensed geographic location is outside a predefined boundary.

21.The method of claim 17, further comprising:

defining a game zone; and  
presenting at least one other vehicle on said heads-up display,  
wherein a position within said game zone on said heads-up display of said other vehicle corresponds to an actual position of said other vehicle within another game zone.

22.The method of claim 17, further comprising:

controlling play of said video game based on at least one of vehicle steering position, vehicle throttle position, vehicle transmission position and user's head position.